

Wasted Dreams

AMIGA
CD-Rom



INTRODUCTION

Trying to find a replacement for the dying Earth, the crew of the ExplorerFX2 mission (you among them) finally found a new planet: Agillera. The planet was ideal, and without intelligent life forms, only the remote signs of its existence in a long gone era. Since there was no interstellar communication with Earth, 80% of the crew has decided to go back to Earth and relay the discovery, you among them. After the launch, a strange incident almost killed the bearers of the good news. You crashed back to Agillera...

MINIMAL CONFIGURATION

Amiga computer with 68000 CPU

3MB RAM (2MB chip + 1MB any)

2x CDROM

STARTING THE GAME

Insert CD, and doubleclick on the WD icon. Now you can launch the intro animation and then automatically start the game, go straight to the game or read the instructions.

The game does not need any HardDisk installation it can be run directly from the CD. Only the game positions will be saved on your HardDisk, in "S:" directory.

INTRO

The rendered intro animation will provide the story and the atmospherics behind the Wasted Dreams. At any point you can press a **mouse button** or the **Esc key** to jump to the game.

THE GAME

Your Escape Ship has crashed back on Agillera, and after scrambling from the wreck it would be wise to salvage anything useful you can find around and to explore your environment. In the "two player" mode you will be both able to perform all the actions, but only staying close to each other since both of the players must be visible on the screen at all times.

• MOVING

You can walk around in 8 different directions with the scenery scrolling around. If it is not possible to go further, the scrolling will stop, but some screen edges are passages to other locations. They are usually clearly visible, but in "two player" mode you will both need to exit the same border to reappear. When one player enters the passage, the scrolling will stop, and either the first player comes back or the second joins him.

• PUNCHING AND WEAPONARY

Besides walking, your character can perform other actions, such as firing or punching. Press Fire or Shift (whatever is your input method) and the current weapon will be activated: your character will change stance. Now the character can select 8 different directions with joystick or cursor keys. The weapon can be put away by choosing the appropriate cursor key or pushing the joystick in the face your character is currently facing. If you do not have a weapon or run out of ammunition, you can also punch your opponents, but in order to do this you must be very close to them as well as face them.

• AMMO

Your weapons need recharging from time to time, and you will come across ammo clips you can collect. Simply walk over the clips your enemies will drop, or search the environment to find more ammo.

• SHIELD

Every time an enemy hits you, your shield will receive some damage. When it runs out, you are vulnerable to death, but fortunately through the game you will come across the shieldrechargers: use them as often as possible!

ACTION ICONS

If there is a possibility for you to perform a special action, that is, other than just walking or firing/punching, a small icon will appear on the panel of the player that can perform the action. Every possible action has its own icon. All the actions are performed by pressing Fire or Shift after the icon appears. The actions with their icons are:

- **LOOK** - a blinking eye appears

If an object or a location is particularly important or just interesting, you can take a closer look at it.

- **TAKE** - a hand picking up an object

When you are near an object that can be picked up, this icon will appear in the panel of the player that is near the item. After you take the particular object, it will appear on the bottom of the screen in your inventory.

- **GIVE** - two hands exchanging objects

During the game you will need some objects other character are in possession of. If you do not want to be aggressive, you can select an object from your inventory and then simply stand near the character you would like to offer it: the icon will appear if the character is interested.

- **USE** - a hand moving

Certain items must be used on the right spot to go on in the game. First select an item and then position your character near the spot. If the action is possible, the icon will appear.

- **TALK** - mouth talking

Many other characters can also be talked to. There are situations, when this is the only way out.

OBJECTS

You can collect many objects through the game, almost all of them are indispensable for your adventure. There is no limit to the number of objects you can carry, but only one of them can be activated at the time: currently selected is the one with the highlighted surround, usually your weapon. At any point of the game you can hold down the rucksack key (see controls) and scroll through the collected objects, and the one you stop at will now become your active object. If there are left or right arrows at the end of the item bar, it means there are more objects to be viewed on that side.

The objects can also be exchanged or operated. When any of the actions is possible, the appropriate icon will immediately appear on the bottom panel. Pressing the Fire or Shift will perform the action.

To operate or exchange something, you must first select the object you want to use, and if the action is possible, the appropriate icon will appear. Objects that need to be combined will be combined automatically when you pick them both.

CONTROLS

- **SHIFT or FIRE button in:**

Walking mode - Initiates the *Firing mode* or punch enemy. If an *Action Icon* is visible, the action will be performed.

Firing mode - Use your weapon.

- **ARROW keys or JOYSTICK direction in:**

Walking mode - Makes your character walk in 8 different directions.

Firing mode - Selects the direction your character is aiming at. Back to the walk mode by selecting the same direction twice.

Rucksack mode - Selects an item.

- **AMIGA keys**

Press and hold down *left (player one)* or *right (player two)* Amiga key, the cursor or joystick moves the highlighted cursor to perform rucksack selection. Release the Amiga key and the highlighted item becomes your active object.

- **ESCAPE key**

Enters and exits the *Main Menu* screen from the game at any moment. When all the settings are set, you can save them. Return to the game by pressing the Esc key again.

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